
Garret Voorhees

Designer & Typographer

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EXPERIENCE

Chapter Three

Senior Designer & UX Strategist (2015–2016)

Senior Designer (2011–2015)

Responsible for content strategy, UX, and responsive design of over 40 websites for various clients. Presented talks on wireframing and typography at major conferences. Worked directly with our clients and collaborated closely with developers to implement projects within scope.

Game&Type

Founder & Curator (2014–present)

Founded (and currently maintain) an online space to archive, analyze, and discuss typography and UI/UX design in video games.

Screener.ly

Design Lead (2013–present)

Responsible for branding, product UI/UX, web design, and collateral for a startup that offers secure screeners for the TV and movie industry.

RIT Extended Studies

Adjunct Professor, Introduction to Typography (2009–2010)

Taught foundations of typography to students in the College of Imaging Arts & Sciences at RIT, and wrote my own curriculum.

Dig This!

Founder and Radio DJ (2006–present)

Host a weekly radio show since 2006 (currently on BFF.fm), featuring jazz, funk, soul, hip-hop, and beyond.

EDUCATION

Rochester Institute of Technology

MS Print Media (2011)

Thesis topic: *Congeniality of Reading on Digital Devices: Measurement and Analysis of Reader Experience*

BA Graphic Design (2009)

Recipient, *Graphic Design Faculty Award*, 2009

Recipient, *Outstanding Undergraduate Scholar Award*, 2009

Recipient, *Heinz Klinkon Award* for excellence in design, 2008